



**CHARUSAT**  
CHAROTAR UNIVERSITY OF SCIENCE AND TECHNOLOGY



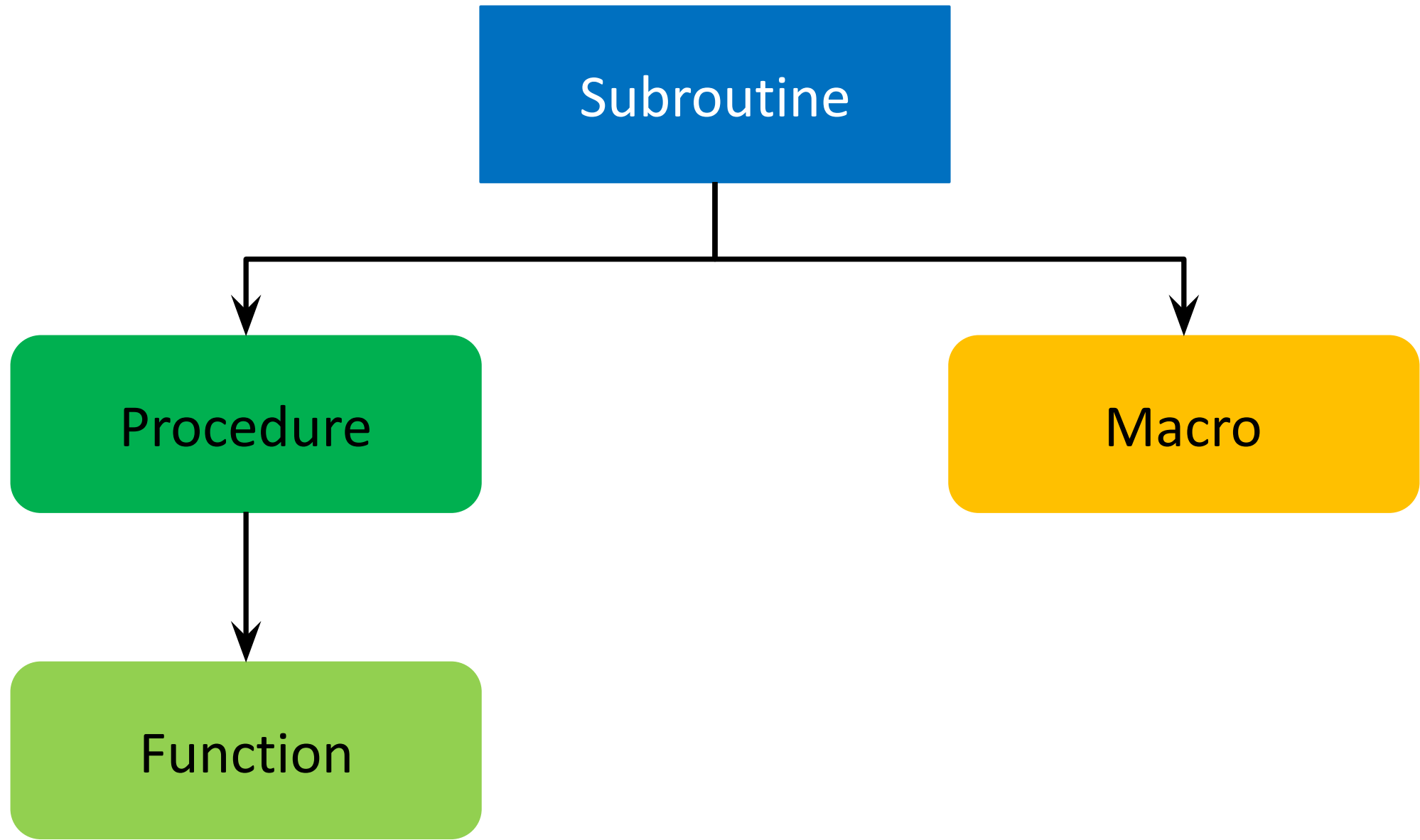
# Memory Allocation & Memory Management

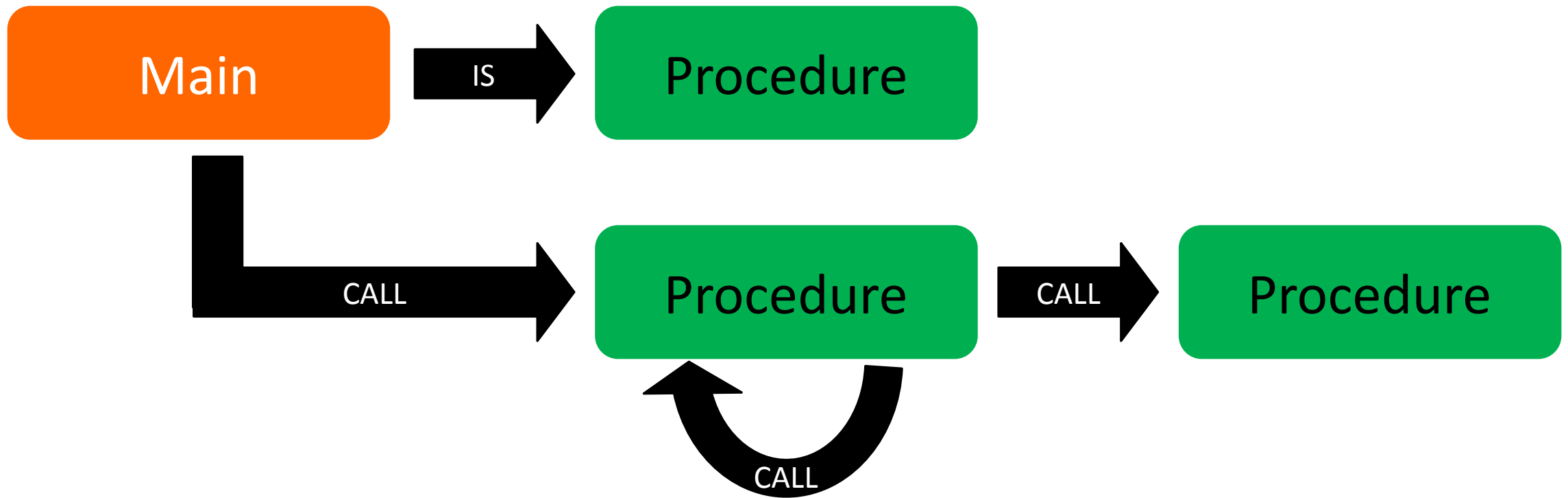
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Execution  
of  
procedure

Refer

Activation  
of  
procedure

For each  
activation

Activation  
Record

Activation Record

Return value

Actual parameters

Control link

Access link

Saved machine status

Local data

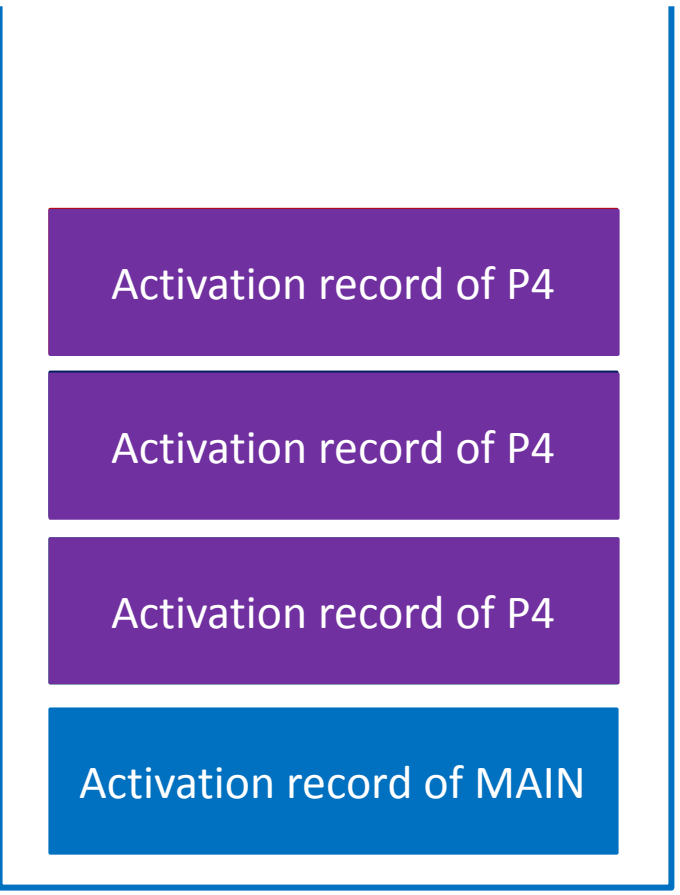
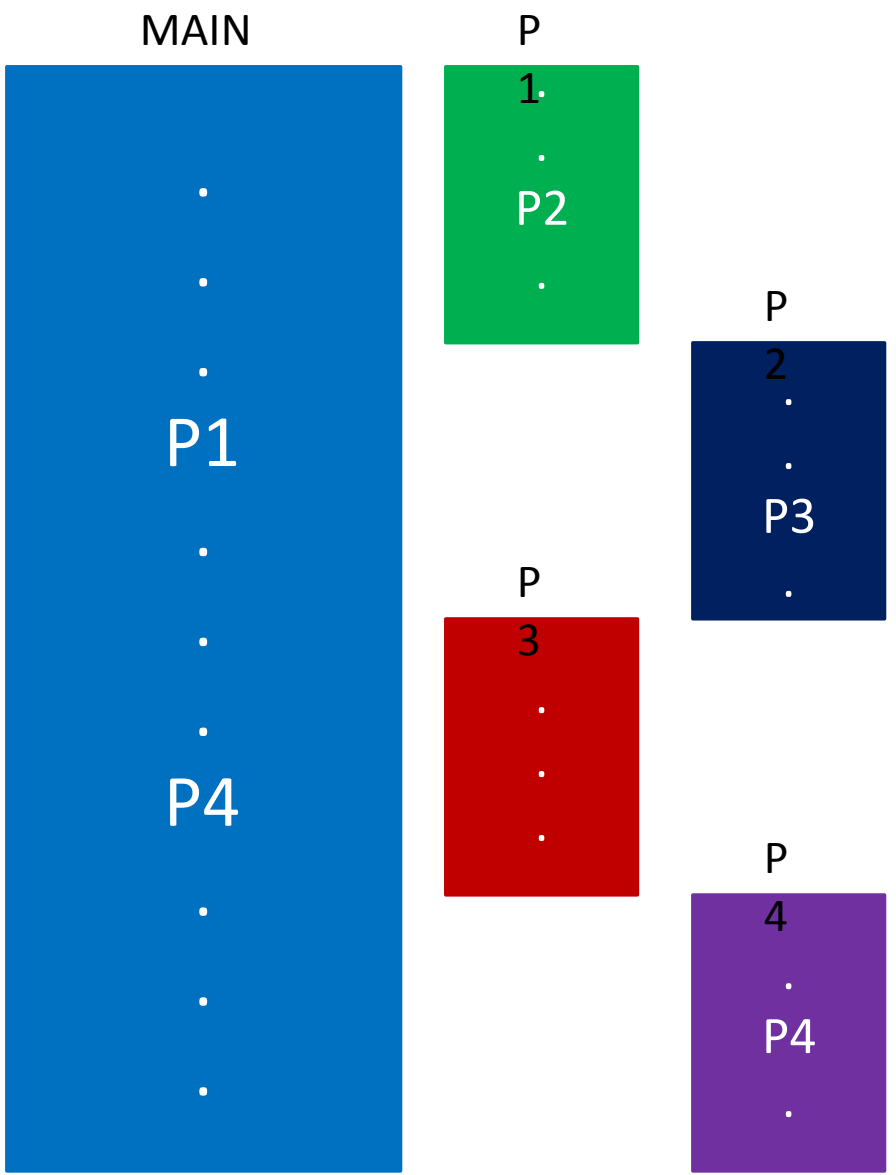
Temporaries

Activation Tree

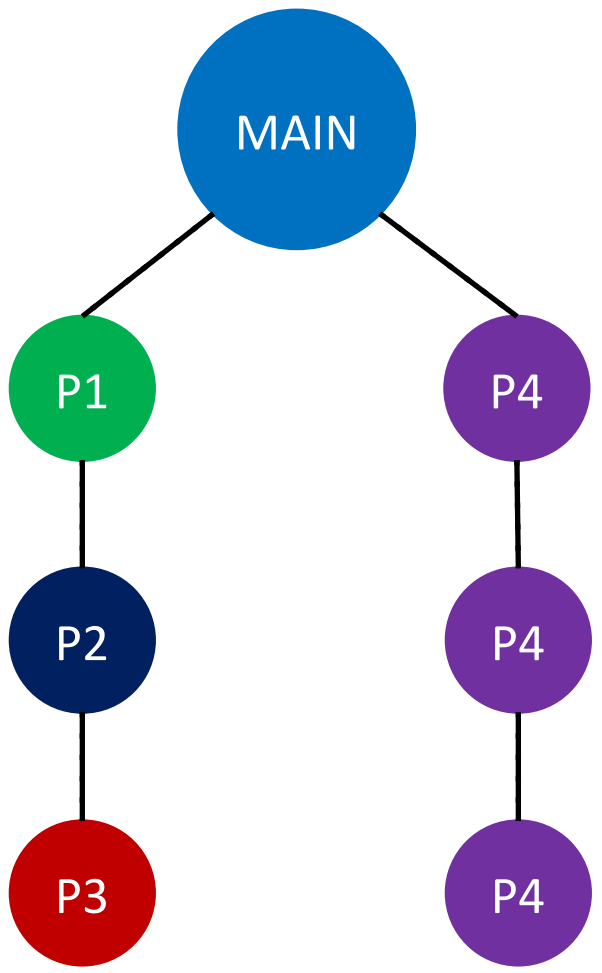
Depict the way control enters and leaves activation

Control Stack

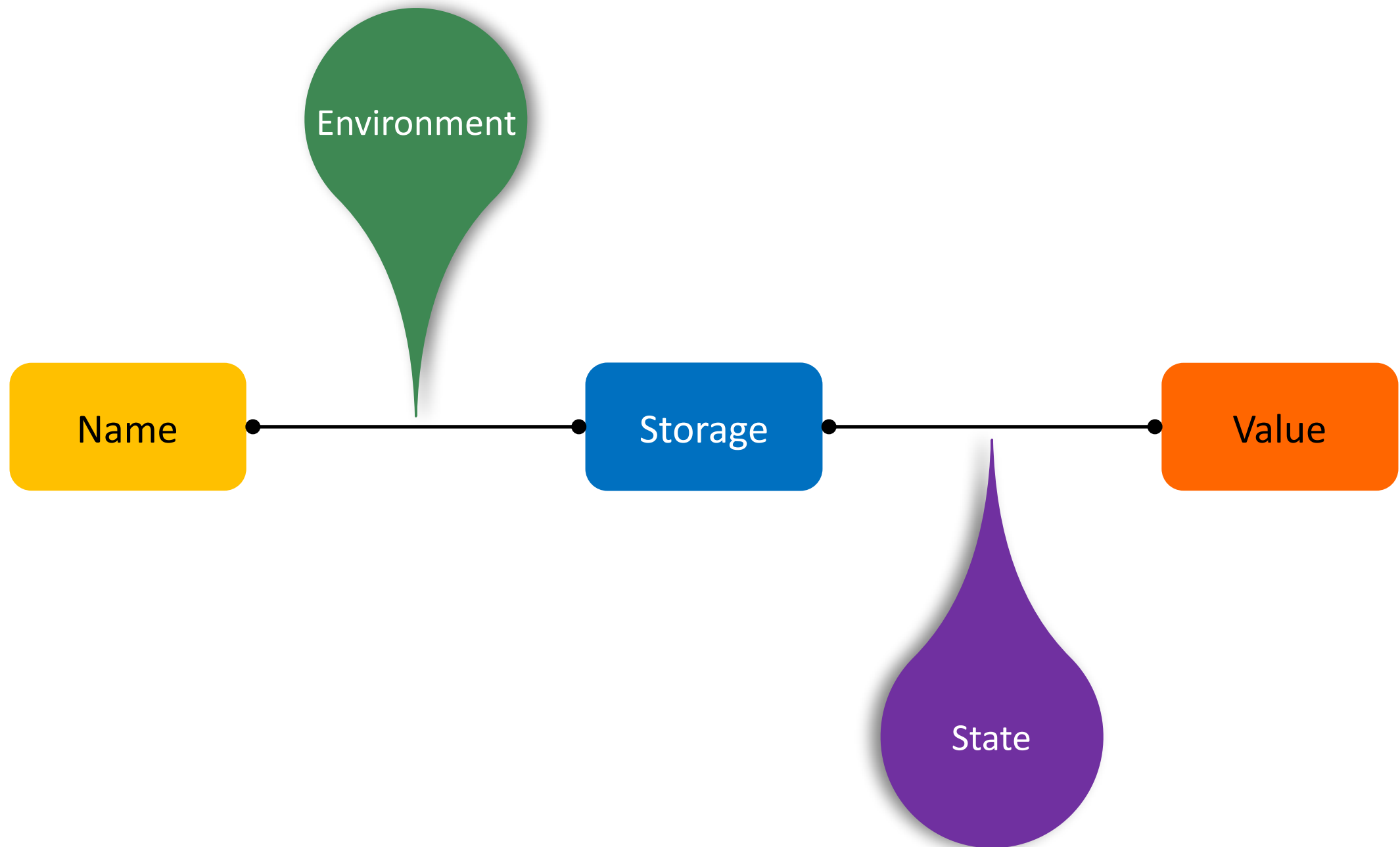
Keep track of live procedure activation



Control Stack



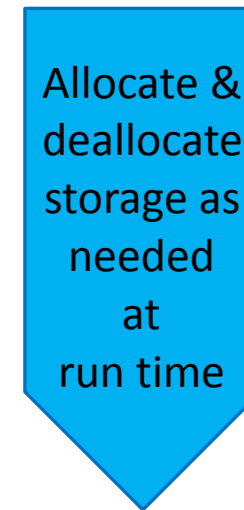
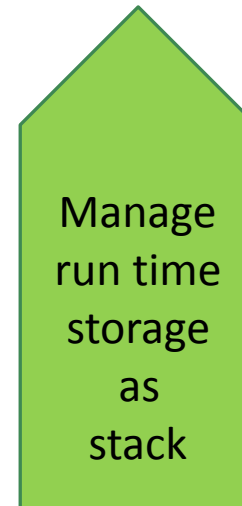
Activation Tree





Static  
Allocation

Stack  
Allocation



Heap  
Allocation





## Static Allocation

Names are bound to storage at the time of **compilation** of program

No need of run time support package

Binding do **not change** at **run time**

Every time a procedure is activated, names are bound to **same storage**

**Value** of local names **retained** across activation of procedure

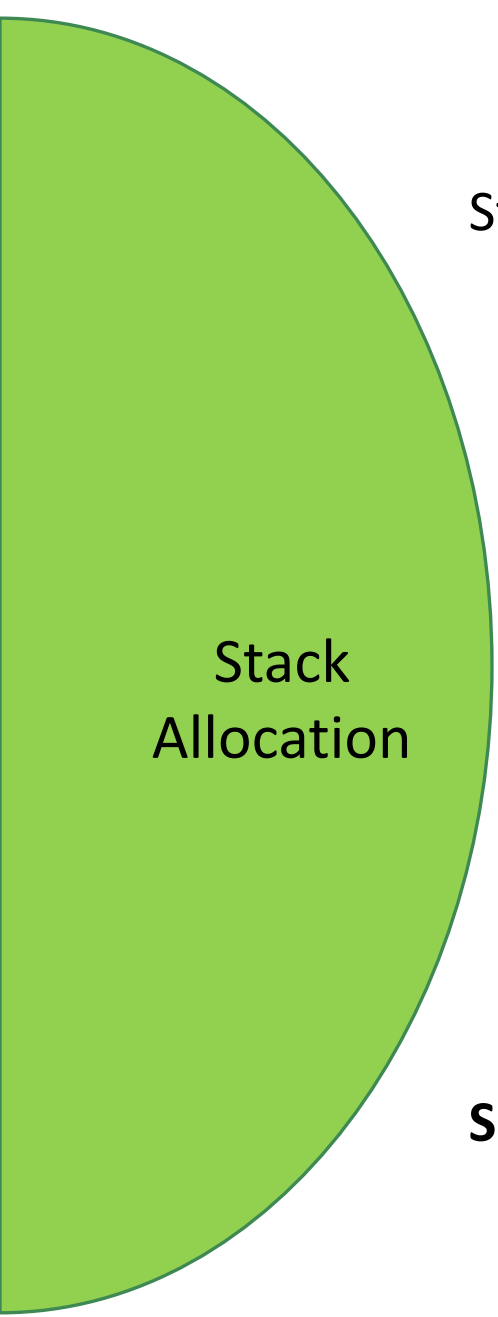


## Static Allocation

**Size** of data object must be **known** at compile time

**Recursive** procedures are **restricted**, as all activations use the same binding

Data structures cannot be created dynamically



## Stack Allocation


Storage is organized as **stack**

Activation records are pushed and popped as activation begin and end

Locals are bound to **fresh storage** in **each activation**

**Values** of locals are **deleted** when the activation ends

**Size** of data object must be **known** at compile time

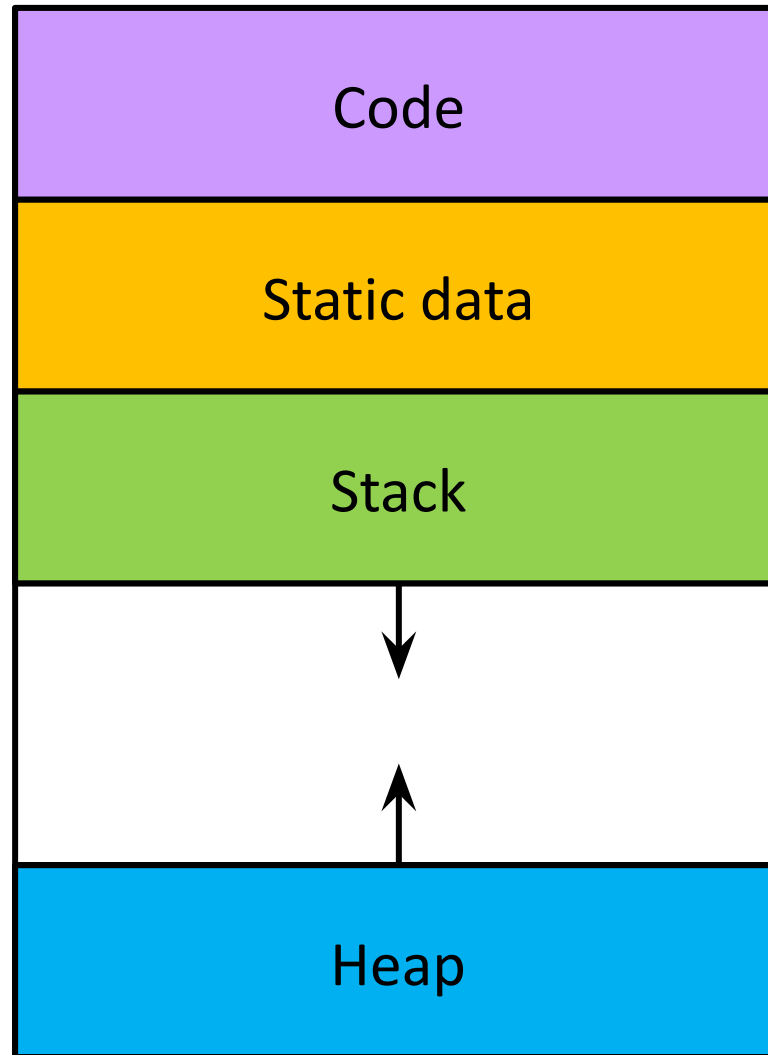


## Heap Allocation

Allocation and deallocation of storage at **run time**

**Some time** and **space overhead** associated with heap manager

**Not required** to **know** the **size** of data object at compile time



# Reference

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- Alfred Aho, Ravi Sethi, Jeffrey D Ullman, *Compilers Principles, Techniques and Tools*, Pearson Education Asia.